



Moas Variant (Uncommon)
Common after 2271

Name: _____ Counter: _____



Gaim Moas Advanced Gunship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2269	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 190	Pivot Cost: 4+4 Thrust	Extra Power: +6
Jump Delay: 20 turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Linked Pulse Cannon Class: Particle Mode: Pulse (linked) Damage: 15+15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Adv.Packet Torpedo Class: Ballistic Mode: Standard Damage: 2d10+12 Range Penalty: -1 per 3 hexes after range 15 Fire Control: +4/+4/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
I.Particle Concentrator Class: Particle Modes: R, S Damage: 2d10+20 Range Penalty: -1 per 2 hexes Fire Control: +6/+5/+3 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
Heavy Scattergun Class: Particle Modes: Standard Damage: 2d6+4 Range Penalty: -1 per hex Fire Control: +3/+3/+5 Intercept Rating: -2 Rate of Fire: 1d6 per turn

FORWARD HITS 1-3: Retro Thrust 4-5: I. Particle Concentrator 6-8: Linked Pulse Cannon 9-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-6: Adv. Packet Torpedo 7-8: Heavy Scattergun 9-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-9: Heavy Scattergun 10-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-9: Primary Struct 10-12: Jump Engine 13-14: Sensors 15-16: Engine 17-18: Hangar 19: Reactor 20: C & C

SPECIAL NOTES

Dedicated Blukheads

SENSOR DATA

Defensive EW

Target #1

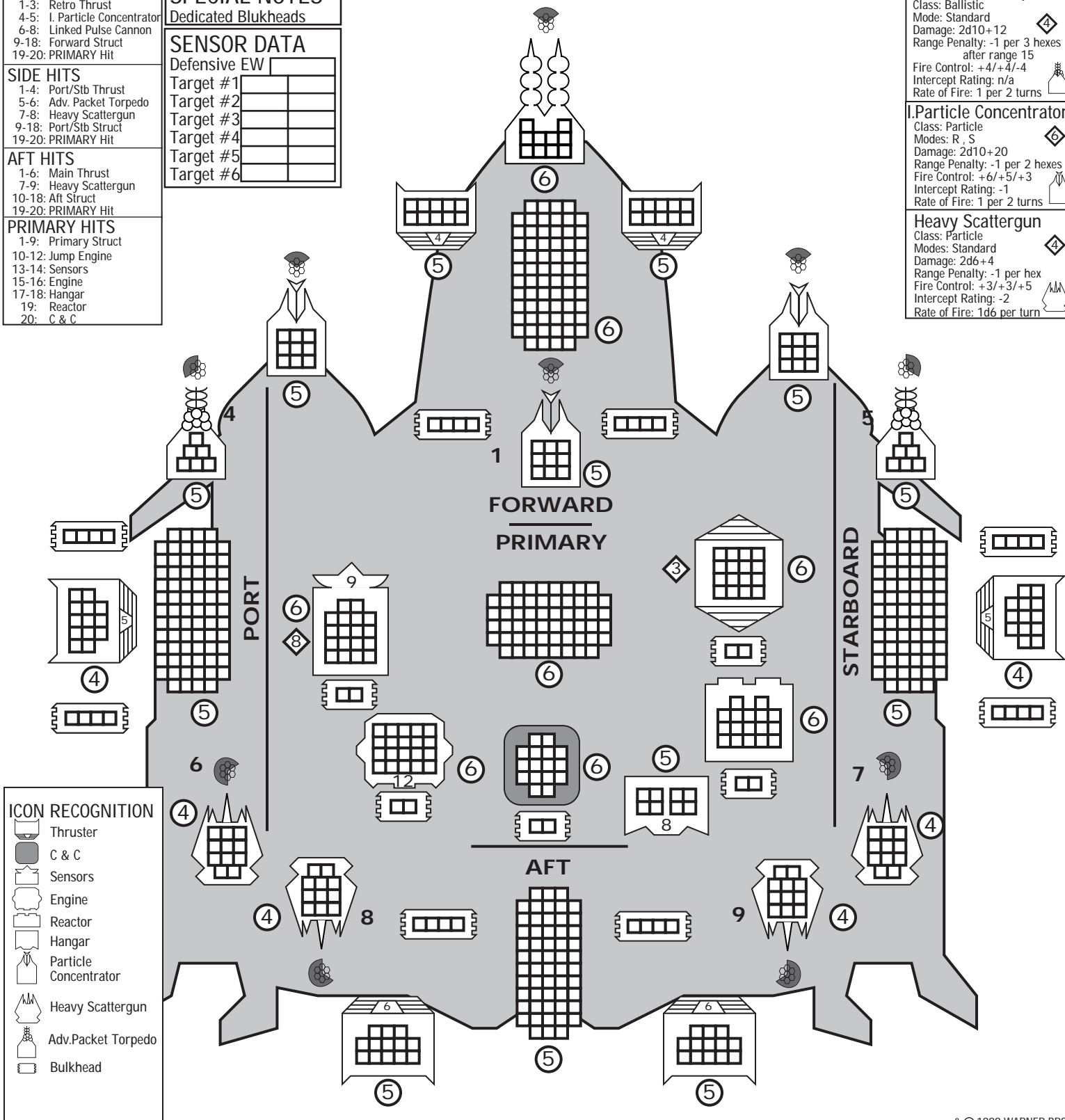
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Particle Concentrator
Heavy Scattergun
Adv.Packet Torpedo
Bulkhead